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2 What is claimed is:

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4 1. A graphical user computer interface enabling a user to open at least
5 one menu and to select an item of the menu by means of a pointing device,
6 said pointing device comprises a two-dimension actuator and a one-dimension
7 actuator and controls a moveable pointer and a moveable menu item focus,

8 wherein the interface is arranged such that the two-dimension actuator
9 controls movements of the pointer, and

10 the one-dimension actuator is activated when the menu is opened to
11 control movement of the menu item focus within the menu.

12

13 2. The graphical user computer interface of claim 1, arranged such
14 that, after the menu has been opened, the pointer stays at the position it was
15 in when the menu was opened, while the menu item focus is moveable within
16 the menu by means of the pointing device without moving the pointer.

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18 3. The graphical user computer interface of claim 1, arranged such
19 that the menu is opened by positioning the pointer on a displayed element,
20 associated with the menu, with or without clicking on the element.

21

22 4. The graphical user computer interface of claim 1, arranged such
23 that the menu item is activated by positioning the focus on it, with or without
24 clicking on the menu item.

25

26 5. The graphical user computer interface of claim 1, arranged such
27 that an operational shift from a pointer modus to a menu item focus modus is
28 activated automatically upon opening of the menu.

29

30 6. The graphical user computer interface of claim 1, arranged such
31 that the menu item focus is movable while the menu is fixed or the menu

1 item focus is fixed while the menu is movable, upon operation of the one-
2 dimension actuator.

3
4 7. The graphical user computer interface of claim 1, arranged such
5 that the menu is closed by a relative movement of the menu item focus out
6 of the menu, by operating the one-dimension actuator, or by selecting a menu
7 closing item with the one-dimension actuator or the two-dimension actuator.

8
9 8. The graphical user computer interface of claim 1, arranged such
10 that an operation modus shifts from a menu item focus modus back to a
11 pointer modus upon closing of the menu.

12
13 9. The graphical user computer interface of claim 1, wherein the one-
14 dimension actuator is a wheel.

15
16 10. A graphical user computer interface enabling a user to open at least
17 one menu and to select an item of the menu by means of a pointing device,
18 said pointing device controlling a moveable pointer and a moveable menu
19 item focus,

20 wherein the interface is arranged such that, after the menu has been
21 opened, the pointer stays at the position it was in when the menu was
22 opened, while the menu item focus is moveable within the menu by means of
23 the pointing device without moving the pointer.

24
25 11. The graphical user computer interface of claim 10, arranged such
26 that the menu is opened by positioning the pointer on a displayed element,
27 associated with the menu, with or without clicking on the element.

28
29 12. The graphical user computer interface of claim 10, arranged such
30 that the menu item is activated by positioning the focus on it, with or without
31 clicking on the menu item.

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2 13. The graphical user computer interface of claim 10, arranged such
3 that an operational shift from a pointer modus to a menu item focus modus is
4 activated automatically upon opening of the menu.

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6 14. The graphical user computer interface of claim 10, arranged such
7 that the menu item focus is movable while the menu is fixed or the menu
8 item focus is fixed while the menu is movable, by operating the pointing
9 device.

10

11 15. The graphical user computer interface of claim 10, arranged such
12 that the menu is closed by a relative movement of the menu item focus out
13 of the menu, by operating the two-dimension actuator, or by selecting a
14 menu closing item with the two-dimension actuator.

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16 16. The graphical user computer interface of claim 10, wherein the
17 pointing device is a computer-mouse.

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19 17. A computer comprising a display and a pointing device with a two-
20 dimension actuator and a one-dimension actuator,

21 said computer is programmed such that it provides a graphical user
22 interface enabling a user to open at least one menu in the display and to
23 select an item of the menu by means of the pointing device, and

24 that the pointing device controls a moveable pointer and a moveable
25 menu item focus such that

26 the two-dimension actuator controls movements of the pointer, and

27 the one-dimension actuator is activated when the menu is opened to
28 control movement of the menu item focus within the menu.

29

30 18. A computer comprising a display and a pointing device,

31 said computer is programmed such that it provides a graphical user

1 interface enabling a user to open at least one menu in the display and to
2 select an item of the menu by means of the pointing device, and

3 that the pointing device controls a moveable pointer and a moveable
4 menu item focus such that,

5 after the menu has been opened, the pointer stays at the position it was
6 in when the menu was opened, while the menu item focus is moveable within
7 the menu by means of the pointing device without moving the pointer.

8
9 19. A computer program product including program code, when
10 executed on a computer system, for providing a graphical user interface,
11 wherein the program code is arranged to enable a user to open at least one
12 menu and to select an item of the menu by means of a pointing device which
13 comprises a two-dimension actuator and a one-dimension actuator and
14 controls a moveable pointer and a moveable menu item focus,

15 the program is arranged to enable the two-dimension actuator to control
16 movements of the pointer, and

17 to activate the one-dimension actuator when the menu is opened to
18 control movement of the menu item focus within the menu.

19
20 20. A computer program product including program code, when
21 executed on a computer system, for providing a graphical user interface,
22 wherein the program code is arranged to enable a user to open at least one
23 menu and to select an item of the menu by means of a pointing device,

24 wherein the program code is arranged to enable said pointing device to
25 control a moveable pointer and a moveable menu item focus,

26 wherein the program code is arranged, after the menu has been opened,
27 to enable the pointer to stay at the position it was in when the menu was
28 opened, while the menu item focus is moveable within the menu by means of
29 the pointing device without moving the pointer.

30
31 21. A method of enabling a user of a graphical user computer interface

1 to open at least one menu and to select an item of the menu by means of a
2 pointing device, said pointing device having a two-dimension actuator and a
3 one-dimension actuator and controls a moveable pointer and a moveable
4 menu item focus, comprising:

5 controlling movements of the pointer with the two-dimension actuator,
6 and

7 activating the one-dimension actuator when the menu is opened to
8 control movement of the menu item focus within the menu.

9
10 22. A method of enabling a user of a graphical user computer interface
11 to open at least one menu and to select an item of the menu by means of a
12 pointing device, comprising:

13 controlling a moveable pointer and a moveable menu item focus by the
14 pointing device,

15 after having opened the menu, enabling the menu item focus to be
16 moved within the menu by means of the pointing device without moving the
17 pointer, while the pointer stays at the position it was in when the menu was
18 opened.

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